

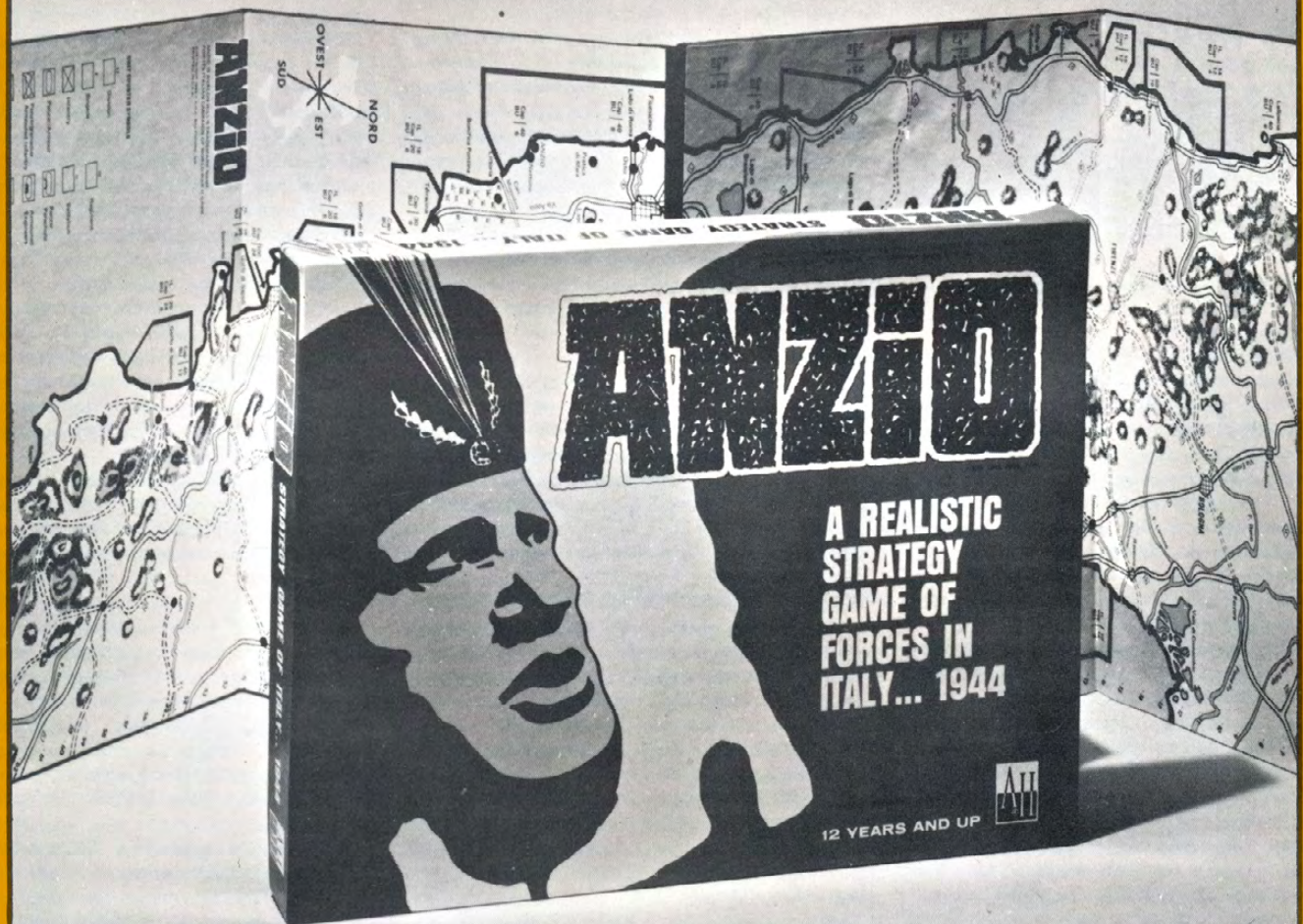
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The AVALON HILL

# GENERAL

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The AVALON HILL **GENERAL**

... a losing venture published bi-monthly, pretty close to the first day of January, March, May, July, September and November.

The General is edited and published by The Avalon Hill Company almost solely for the cultural edification of adult gaming. (It also helps to sell Avalon Hill products, too!)

Articles from subscribers are considered for publication on a gratis contributory basis. Such articles must be typewritten and not exceed 700 words. Examples and diagrams that accompany such articles must be drawn in black ink, ready for reproduction. No notice can be given regarding acceptance of articles for publication.

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## The Avalon Hill Philosophy—Part 15

Are All Wargamers Really This Dumb . . . ?

"Ridiculous . . . stupid . . . unbelievably dumb strategy . . ." were just some of the negative comments that emanated from our contest department while marking subscriber entries to last month's Contest. This rather vicious indictment of so-called "above average" game players so dumbfounded us here in the editorial office of The General that we were moved to ask the question, "are Wargamers really this dumb?"

It all began when we set up a strategical situation relative to a Baseball game. Judging the contest; that is, those determining exactly which of the nine different strategies was best for the situation, were the managerial and coaching staff that has guided the company baseball team to two consecutive league championships: coaches Charles Harbaugh, Jack McCauley and manager Tom Shaw.

This staff, after examining the results of this contest, were appalled at the lack of strategical foresight among contest entrants.

HARBAUGH (layout and art man on Anzio Troop Counters): The subscribers did not consider opposition counter moves in selecting what they did.

McCAULEY (Inventory coordinator): I noticed that the strategy that scored the highest, "send in a fast pinch runner," lacked the element of surprise which is a strategical element so important in successful warfare.

SHAW (Marketing Director): Good point, Jack. In fact, the element of surprise is the *major* factor in the success of any venture that involves competition where there is a counter move for every initial move. For example; The German Army did well in North Afrika because of General Rommel's ability to place himself where the Allies least expected. This is markedly true in D-Day and historians today claim that had Hitler taken Rommel's advice regarding shoring up the Normandy area, we may still be on the beaches of France today.

THE GENERAL: So what you all are really

versions — games that can be consummated within two hours. Going to the opposite extreme, devotees of the tournament level will revel in the authenticity brought to life in the advanced games. All in all, there are six versions: Game I, Game II, Game III, Winterline, Gothic Line, and Monte Cassino.

ANZIO is now available in your usual outlets — but here in the pages of The General you are hearing about it in its first official notice of availability. Non-subscribers will eventually hear about ANZIO when we mail our usual Spring Mailer, sometime soon. By that time, you'll already be sending us articles on it for publication. Because of the limited run, some outlets are already hoarding copies of ANZIO since we felt duty bound to make sure that *all* of our retail outlets were supplied before accepting direct orders. Don't let your retailer charge you more than its list price of \$6.98.

When's the last time you discovered a lifetime of pleasure for only \$6.98?

saying, Shaw, is you can't understand how supposedly bright wargamers could select strategies that contained the element of least surprise.

SHAW: Exactly.

THE GENERAL: Well, then, let's get down to the nitty-gritty of these contest choices and spell it out to the subscribers. Naturally, we're curious as to the staff's number 1 pick for best strategy . . .

SHAW: Strategy "B", the one where we would send the slow baserunner down on an attempted steal of 2nd base. Why? For several reasons: because the weak hitting pitcher is on deck, the man at bat represents the last chance to score and we can justify this choice because: a) the surprise factor in that the opposition knows the baserunner is slow and will not be looking for the steal; b) assuming the steal succeeds, the runner is now at 2nd and in scoring position; c) if the steal fails, then in the following inning the No. 8 hitter would lead off instead of the pitcher.

HARBAUGH: You see what Shaw's driving at. This strategy considers *future* events. In baseball, sometimes a strategy that fails often sets up a better strategical situation the following inning. In this case, failure on the steal would place the No. 8 hitter up and if he gets on base, then the pitcher's lack of hitting ability is not nearly as poor an asset as it would be in the previous inning, were he to come to the plate with several men on base.

McCAULEY: The amazing thing is this strategy, which we have chosen best because it does consider surprise *and* events to follow, was selected by only 1.5% of the contest entrants.

THE GENERAL: Yes, it was the 2nd worst strategy, as far as subscribers were concerned. What then did your staff consider good alternate strategies?

HARBAUGH: Let me quickly run down the whole list of nine: the 2nd best would be Strategy "D". On a hit and run, the slow runner gets a head start and would likely score on just a double. If the batter misses the pitch, then the situation has automatically reverted to "B". The reason that "D" is not quite as good as "B" is in the event the batter's hit does not score the baserunner, then you are left with men on base and the pitcher coming to bat.

McCAULEY: Which means that another strategical decision must be made, and usually an unpopular one of deciding whether or not to pinch hit for a good pitcher that early in the game.

HARBAUGH: Incidentally, "D" scored as only 5th best among subscribers. We rated as 3rd best, strategy "H". Here you are losing the element of surprise when you put in a fast runner to pinch run for your slow baserunner. Naturally, the opposition is expecting something — possibly a steal attempt maybe as in strategy "F." So what you do, to offset a possible pitchout, is to flash the hit and run. As you know, the pitchout is a right good pitch to hit in a hit and run situation; if hit, it will likely end up deep in the right field corner, easily scoring the baserunner. This strategy is also good from a counter-move situation.

## COVER STORY:

...as Italian

as Lollobrigida

You've waited four years for it. Now, here it is, the final link in Avalon Hill's WWII land battle series. First came D-DAY, next it was STALIN-GRAD, then came AFRIKA KORPS, finally its ANZIO.

You don't have to be Italian to play ANZIO, but it might help. ANZIO is so authentic that the mapboard is even printed in Italian. It duplicates in sharpest detail the area around which the heaviest concentration of fighting occurred between 1943 and 1945. It is authentic down to the very last river, mountain, and swamp.

### Troop Counters in 11 Colors

Because of the potpourri of nationalities, for the first time Avalon Hill has added additional coloring to the set of Troop Counters for ease of identification. This helps speed up set-up time and play. Called the "perfect battle game" by prototype testers, ANZIO offers the best of all the more popular design concepts — we found out what those concepts were when we ran the survey as Contest 27 (Sept-Oct '68 issue.) We also added new dimension with rules such as "Strategic Movement" which allows units with no intention of fighting to move faster than their movement factor, and "Second Combat" which enables units to fight more than once in the same turn.

We know that we don't have to convince you to purchase ANZIO — you've been waiting for it for a long time. But we are so confident that you'll ecstaticize over these latest design concepts that we just don't want you to delay in running down to your favorite game outlet to order it.

### Six Games in One

Those who enjoy the scope of Stalingrad and Afrika Korps will relish in the various mini-game

The opposition, if guessing that the hit and run is on, will either pitch way, way outside or jam the hitter way inside. A way outside pitch may get away from the catcher; a way inside pitch may hit the batter or make it tougher for the catcher to throw accurately down to 2nd base, since the baserunner will be moving in any event.

THE GENERAL: How did the subscribers pick this strategy?

SHAW: I'm glad you asked. They picked it number one. It was mentioned on 22% of the entries.

THE GENERAL: What's so bad about that? If they picked your third best as their first best, as least they were in the ball park.

SHAW: Ahhh, but you are missing our point. Of the three best strategies, they picked the one with the *least* element of surprise. Remember, Ludwig, there is no guarantee that *any* of these strategies will work, and certainly when you tip off the opposition that something is brewing, the success rate drops sharply. Strategy "B" has to have the highest success rate because in no way is the opposition tipped off.

THE GENERAL: Well, Shaw, its been said that most strategies are obvious because the situation, at the moment, demands it. For example, in a tie game, in the last of the 9th inning you have a man on first with none out — what do you do? Everyone in the ball park knows that you're going to bunt him down to scoring position. Right?

SHAW: Right. But, tell me this, how often does that result in winning the ball game? Oh, I'll admit its the only thing to do — if only to eliminate the double-play possibility. But believe me, statistics show that more ball games are won in the last inning on homeruns than on moving the baserunner around the bases in steps. Rather than give the opposition an out, sometimes I'll take my chances on getting three men swinging from the heels. What I'm trying to say here, is a strategy pays off more often when the surprise element is considered. And, because I think this is true in other areas outside of baseball, we were especially surprised, and shocked, to see that element ignored by wargamers who probably consider themselves expert strategists.

McCAULEY: This point is more graphically demonstrated when you consider that 60% of the contestants chose one or more of the remaining six strategies, which were very poor indeed, involving no surprise factor at all.

SHAW: Well, Charlie, let's list them anyway just to give the readers our rationales.

HARBAUGH: Starting back with "A", the drag bunt is bad, man. Even if successful, you haven't scored anyone and your right back in the strategical soup in having to decide what to do with your weak hitting pitcher coming to bat. Almost as bad is "C". The No. 8 batter, who is weak to begin with, has to poke it mighty far to score the baserunner. If he gets a basehit, but doesn't score the baserunner, then again you're faced with the unpopular decision outlined earlier. "E" is a little better, only in that a power hitter has a better chance of getting the baserunner home. But, it's too early in the game to waste a power hitter, particularly if he's left-handed, since the opposition may counter with a left-hand chicker. "F" — well, that ain't bad, but by inserting the pinch runner, you've alerted the opposition to something. A good control pitcher, which the opposition likely has on the mound because of the low score, could afford to throw

two pitchouts to your No. 8 batter. With "G", you're in about the same boat as with "E". It's simply too early in the game. We didn't think that "I" was that bad an idea; (it was the strategy least picked), because a hit batter would put the baserunner in scoring position. However, again you're in the old "what-to-do-with-the-pitcher-coming-up" problem. And the batter... well, resting in a very comfortable room at the hospital.

THE GENERAL: All in all our subscribers weren't that bad, now were they? After all, their unfamiliarity with the sport may have had a lot to do with their poor showing don't you think?

SHAW: To some degree, yes. But, when you consider that less than 10% of your subscribers took part in the contest, I'd say that the disinterested had already been weeded out. And, this is why I tremble. Is the thinking and planning of our military leaders along these lines??? If so, the safety of this country is... in... big... bad... trouble.

THE GENERAL: Still, you're building your whole case around one little element.

SHAW: Surprise is one *little* element??? I'm firmly convinced that all other elements being fairly equal, surprise is the one and only factor that separates the men from the boys. History has proven this... Midway, Ardennes, Chancellorsville — in fact, Chancellorsville is a classic example of utilizing surprise to the extent where to employ it, meant going against the grain of basic do's and don'ts of the principles of war. Here, Lee divided his already outnumbered forces, splitting them on interior lines, and in so doing completely dumfounded the Union forces that had outnumbered him in total forces. You talk about nerves of steel. While it cost him his right hand man, General Stonewall Jackson, it won Lee that immeasurable acclaim which, in itself, probably prolonged the defeat of the South several years.

THE GENERAL: Perhaps you are being too harsh with these wargamers. Remember, that it is more difficult to effect surprise when playing our games. This is due mainly to the fact that the field is an open book to everyone. A player cannot sneak up behind the enemy because the enemy can see; in real life, of course, the enemy can't always see. So, because areas of surprise are thus diminished, game players don't have the opportunity to execute surprise maneuvers that they would have in a real battle.

SHAW: This is true, of course, to some extent. But by surprise, I don't always refer to the effect of sight or lack of it. There are many other subtleties of play around which players may build elements of surprise. For instance, in D-Day most Allied players do not use the Paratroop provision to advantage. What they wrongly do is to use them too early in the game. Much of the German player's tactical thoughts are built around preventing the Allies from dropping paratroops at a point where great harm might be inflicted. Thus, the Allied player has a tremendous surprise potential here — even if he never drops his paratroops, he's certainly kept the German player wondering. Sometimes it pays to play "erratically" just for the sake of being erratic. The important thing to remember is not to allow yourself to be typed; in Stalingrad just as in Baseball Strategy, if you happen to fall into a pattern-of-play, you aren't going to win many games.

THE GENERAL: Man, are we going to get

## Expansion at S&T

THE GROWTH of PAC and "Strategy & Tactics" continues, both in the quality of the magazine and its distribution. Now being sold over the counters of more and more hobby and book shops throughout the country, S&T will soon not only be the broadest, most comprehensive magazine on battle gaming, but will be the most widely circulated.

The May-June issue of S&T will see two-color work and improved reproduction through the use of slick paper. An expansion in the size of the magazine (now at 32 pages) is expected later this summer.

Most importantly, however, S&T continues to attract those writers with something vital, authoritative and informative to say — not only in the field of Avalon Hill games, but in all fields of battle gaming. The latest addition to the S&T staff is Mr. Sidney Sackson.

Sid has designed several published games for 3M, Milton Bradley and others. In addition, he has recently completed the manuscript for a book on adult games to be published by Random House this fall. Mr. Sackson is well known as a game expert and adult game designer, and has done design and consultation work for every major manufacturer plus Life and Playboy.

S&T, by the way, may be purchased for \$1.50 (single copy) or subscribed to for \$7.50 yearly at Box 11-187, Loudonville, New York 12211.

letters. I hope you are ready to defend yourself. I venture to say that come summer vacation time, they're going to descend upon you in droves.

SHAW: I realize that I've probably alienated many of our own customers. But if you take the time to read these Opponents Wanted ads and see all these "perfect undefeated records" you can fully understand why certain people can and do win all the time. Of course, I'm aware that there are some pretty darn good wargame players around. They know what I'm talking about. Perhaps the benefit here is the awakening of the perennial losers. I'm just amazed at how many there are....

THE GENERAL: For every winner there must be a loser. The point of this whole discussion, obviously, is in the way the losers are losers. A word to the wise is sufficient; we just threw in more than just a word to the unwise. And to those who, indeed, are planning on a summer invasion of Avalon Hill, please remember that tours are available only on Tuesday mornings between 8:30 and 11:00 A.M., preferably by appointment. Simply write or call ahead of time so that we may arrange to have the tour provide the greatest benefit and interest possible. The summer lull, being what it is, precludes your actually seeing test games in progress. However, we will be happy to give you a tour of the printing plant and answer questions concerning all aspects of the development of games. You might even see Shaw hitting fungoes to his infielder stationed in the camera dark room.



# Club of the Month

*A review of the Avalon Hill Intercontinental Kriegspiel society is the 2nd in a series of articles concerning organizations we feel are making positive contributions in the art of wargaming. Our thanx to their Vice-President-Treasurer, Richard A. Holcombe, 45 Kimberlin Heights Drive, Oakland, Cal. 95619, for supplying us data for the following review.*

The Avalon Hill Intercontinental Kriegspiel Society was founded March 14, 1966 by Fred Webster, Henry Bodenstedt, Ken Norris and Chris Wagner, whom we may call the first wave.

Its initial purpose was to provide a forum within which

- 1) an internationally useable play-by-mail system could be utilized.
- 2) to encourage the spread of wargaming outside the U.S.A.
- 3) to provide members with mature opponents who would complete games promptly and fairly.

The first was achieved by the utilization of the International Combat Resolution Key (ICRK) which must be distributed by a central third party. By its nature, an organization had to be founded. This instrument comprised a series of balanced and unbalanced predetermined die rolls from which each player may be given his opponent's die rolls prior to commencement of a game. Naturally the player cannot tell the sequence in which his opponent will utilize these die rolls.

The second largely stems from the ICRK. War games such as produced by Avalon Hill are virtually unknown outside the U.S.A. although military miniatures and related games such as Donald Featherstone's are popular. Chris Wagner played a major part in spreading the word in Asia while the growth of AHIKS in Great Britain was due to the efforts of Ken Norris.

The third was the most difficult challenge for AHIKS. How could they determine the reliable applicants from those who might blow hot one day but lose interest the next? Experience has proven no perfect method, but they have learned that the youthful applicants are less likely to retain their interest. As a result AHIKS has

followed a policy of restricting membership to those 25 years of age, although exceptions are made for service men, wargamers of national stature, and those referred by existing members.

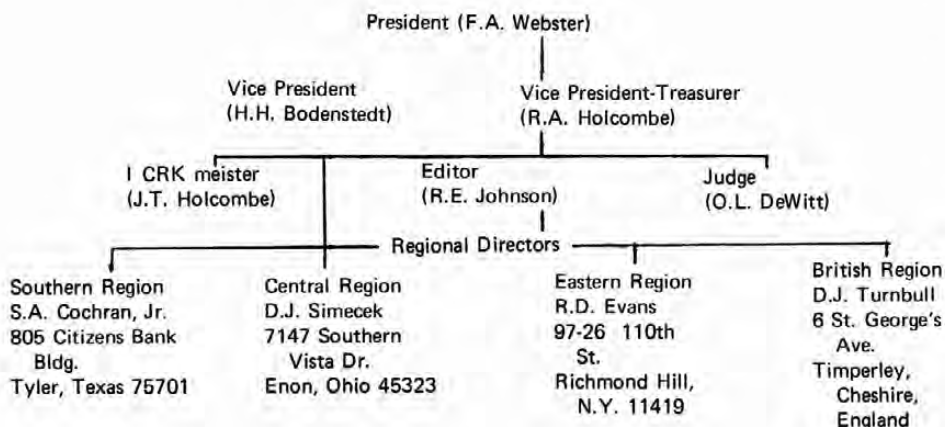
The Second Wave (July 1967 — September 1968).

As AHIKS grew, additional officers were elected to help defray the increased work load. The most active of these was Richard Holcombe, who started as Treasurer in January 1967 and found himself involved with the Secretarial, ICRK meister, Judge and Editorial responsibilities by the end of the year. This was due in part to the communications difficulty in AHIKS hierarchy, but primarily due to the press of other obligations on the other officers. Although AHIKS continued to grow for a time, Henry Bodenstedt, who had provided most of the energy behind the operations of the Society, had to take a less active role after founding his hobby business, Continental Hobby Supplies.

Richard Holcombe, with the assistance of his wife Jeanne and brother Ted, did the best he could to keep things running. He soon determined that either AHIKS must restrict membership or find a more viable method of distributing the responsibility. In the fall of 1968, regionalization was approved by the AHIKS membership.

The Third Wave (September 1968 — present).

New officers arrived on the horizon even before regionalization took place. Omar DeWitt provided an excellent Judge, and in Bob Johnson, AHIKS finally found an Editor who could get its quarterly magazine "The Kommandeur" out on time. The advent of regionalization has provided a new flexibility to AHIKS organization without destroying its essential centralized services. An organizational chart of AHIKS presently would look like this:



The Western Region, including Asia, is still administered by R. A. Holcombe.

While there is no desire to change from the initial purposes of AHIKS, each Regional Director has full authority to expand services within his Region. Until now AHIKS has been purely p.b.m. However, we have always encouraged face-to-face play, and hope there will be enough interest in one or more of our Regions of a convention soon.

No requirements are made of members except that they make their wishes known. Some appear to be inactive, simply retaining membership for the magazine; many have only one or two game assignments; while others are very active. We have three Diplomacy games underway (Bob Johnson, our Editor, is Gamemaster), and all other assignments are Avalon Hill games. Although we provide official interpretations and occasionally modifications of the game manufacturer's rules, and rulings upon misunderstandings, these are not binding when both players can agree to an alternative.

Dues are \$5.00 annually (2/10/ — sterling), and there is an initiation fee of \$3.00 (1/5/ — sterling). Those interested in the Society are encouraged to write the Regional Director nearest them.

## Loser's Syndrome

by Jared Johnson

A common disease among wargamers is a little gem called Kronik Loseritis, characterized by the "loser's syndrome", an aggregate set of various symptoms which begin to manifest themselves anytime the sufferer becomes involved in a wargame. A summary of these symptoms is as follows:

1. Increased nervousness, restlessness, and pronounced fidgeting.
2. Various motor disturbances; rigid posture, overt tension, giggling, facial grimacing, repetitive movements, taps pencil, mumbles to self, startled glances.
3. Hypertension; bounding up and down on the seat.
4. A rather pale and inflexible physiognomy.
5. Frequent glances at his watch or the wall clock.
6. Casual, but aimless thumbing through the rulebook.
7. Increasing impatience with the time it takes opponent to move.
8. Seemingly accidental rollings of the dice into the pieces, messing everything up.
9. Increased hostility toward his opponent and anyone standing around watching the game.
10. Increasing inability to concentrate.
11. Frequent attempts at rationalizing his loss with remarks like: "This game doesn't really count." "I'm just fooling around . . . trying a new strategy." "I'm not really trying."
12. Attempts to disrupt the game so that it doesn't come to a final and official conclusion.
13. Frequent and meaningless outbursts of

laughter, provoked by no apparent external factors.

14. Frequent comments on what sufferer would rather be doing than staying cooped up indoors playing this dumb game.

15. Occasional remarks about the luck factors in the game and making profound statements like: "Any game where you throw the dice can't be *all-skill*."

16. Increasing attention to possible mistakes and illegal moves opponent may be making. Quick to inform opponent that such and such is illegal before opponent has even done it.

17. Increased nail-biting, finger-tapping, teeth-grashing, and/or wiping sweat off palms of hands.

18. Hypochondriasis. May develop psychosomatic headaches or dizzy spells as an excuse to not finish the game.

19. Profuse sweating although the room is quite cool.

20. Constant blinking and squinting over the board although nothing is wrong with the lighting.

21. Loss of contact with reality. Focusing on the game, sufferer becomes impervious to external surroundings.

22. Battle fatigue.

23. Paranoia. Feelings of persecution.

24. Superstitious behavior. Rolls the die several times before an important battle to "use up the bad numbers." Rolls the die after a battle a second time to see what "he might have rolled."

25. Deliberate errors made once he sees he is dead, because he doesn't want to prolong the misery, nor give his opponent the satisfaction of just conceding.

26. May threaten to never play the game again.

27. Self-induced amnesia about the game at a later date. Will not remember the time you stomped him in such and such a manner.

These are only a few of the major and more obvious symptoms, and is not meant by any means to be a complete list. The symptoms increase in intensity as the disease progresses. Each game loss strengthens the disease, but like the compulsive gambler, he cannot quit, and keeps coming back to get beat again, thus revealing a slight masochistic streak. Certain people are more susceptible to the disease than others, namely history nuts, just plain game nuts, and dumb people.

Although not common, there have been a few isolated reports of homicidal tendencies among those with Kronic Loseritis.

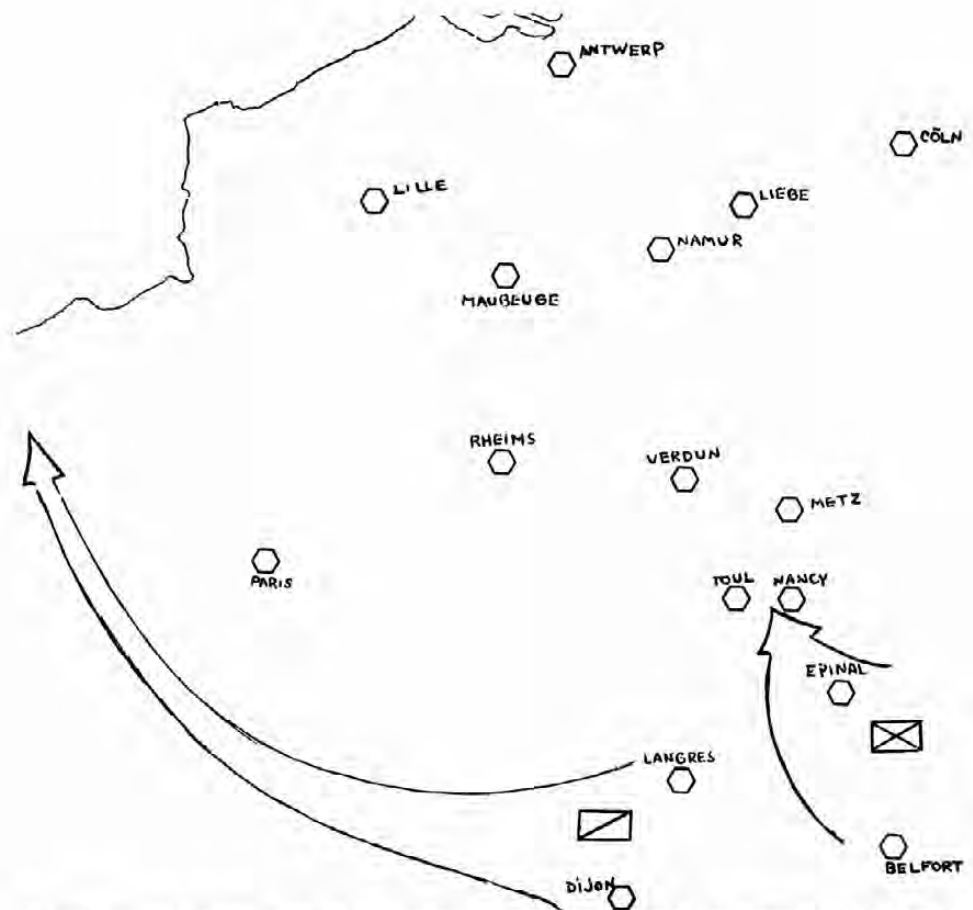
There is only one good thing about this disease. Fortunately, it does not seem to be contagious. For some strange reason, in an isolated region where there are only two wargamers, and one of them comes down with Kronic Loseritis, the other seems to have developed some sort of immunity. In fact, the best way to protect yourself against Kronic Loseritis is to surround yourself with others with advanced cases of the disease.

There is no known cure, although Avalon Hill's game, *Squadier*, and a few other pure luck games, seem to provide some temporary relief. Kronic Loseritis is a terminal disease, which means you have to put up with it for the rest of your life.

Jared Johnson  
1548 Rochelle Drive  
Chamblee, Georgia 30341

# Inverted Schlieffen

by Donald Wolff



In past issues of this magazine, we've read the debate for and against the southern, northern, and combined offensives of the Germans in 1914. Since this is only a game, you may try all of the different plans without the disastrous results of a real war. So why tie yourself down with a single strategy?

To you, who are conservative players, skip to the next article. However, if you're willing to take a risk, continue.

First find an opponent willing to be the French. There's a few of those around. Then from German mobilization squares 30 to 24 and behind, mass the western German army, except for the troops covering Metz and Strassburg, and the entire cavalry force.

## IMPORTANT - REMEMBER AND PROTECT YOUR CAVALRY!

With the siege artillery blasting Epinal and Belfort, the 305's should clean-up the line of fortification squares between the two cities. Once these obstacles have been cleared, the infantry should swing north, over run Toul and Nancy, and form a line. However, a few corps with the siege artillery should move against Dijon and Langres. Once Dijon and Langres are occupied, the cavalry is free to begin its operations.

The cavalry, now, should swing up and behind Paris, taking care to cover the rail lines needed to

insure their supply. If everything is holding in eastern France, continue the swing north behind Paris with the cavalry until you reach the channel.

And if the "most incompetent French general could hold the channel ports and northern economic areas" - (Brooke Duvall; *General*, Nov-Dec, 1968) so much the better.

So what?"

"French units must be able to trace a rail line back to either the south or west edge of the board." - 1914, INSTRUCTIONS.

Since all French supply lines are now cut, French and British units lose one step per turn, as long as they're isolated. Those single corps per fortification square can only operate one square from their forts.

So, now it is just a mopping-up operation for the Germans. Once finished with the French, the German player may or may not invade Belgium with the time remaining.

This plan off-sets the expectation of a German invasion of Belgium and the French troop concentration on the northern and central French-German border.

I agree this is not a perfect plan, but what plan is?

Donald Wolff  
1209 Huntly Drive  
Columbus, Ohio 43227



# 3-Player Waterloo

by Naomi R. Goldwasser

Not infrequently the need for a good three-player game arises. Some of the originals I've encountered are interesting but none of them even approaches the excellence of the typical A.H. games; and all of them reflect the strengths of their creators ... and rarely his weaknesses. Worse still, most of them stagnate too quickly ... there being no valid primary and secondary objectives worth the risk ... so everyone sits around ... apparently willing to settle for an honorable tie. The rules I have sketched out below provide a secondary objective which, if any side achieves it for any period of time, would make the primary objective relatively easier to attain. Thus, if any player controls the "bonus cities" the other two will quickly become highly aggressive since, if they do not, the game will be quickly over.

## A. Initial Placement:

1. French: placed first anywhere on Southern half of board.
2. Prussians: Placed second. N.E. quarter.
3. British: Place last N.W. quarter.
4. No unit may be placed on a border square.

## B. Turns and Moves:

1. Players take turns starting with French, then Prussians, last British. Each player moves all his pieces in the normal manner resolving combat against *all* enemy units in whose zones of control he finds himself ... regular Waterloo rules apply. Although treaties and alliances may be negotiated they are not enforceable by the rules of this game ... and the word never reaches the troops in the field, i.e. if your unit is next to a unit of your ally, combat, nevertheless, must result.
2. Three turns constitute a move.

## C. Capitol Cities:

1. Each player selects a "Capitol City" somewhere in his territory. Once chosen it is marked with an HQ unit and cannot be moved (Scotch Tape helps).
2. Capitols are permanent fortresses (see Bulge). A unit defending his home capitol is tripled. An enemy unit defending a captured capitol is basic.
3. Capitol cities provide replacements of four factors per move - taken at the start of each turn. Factors may be accumulated (see S-Grad).
4. The capitol city has a permanent defensive factor of 2 (which may be considered as two units). By permanent we mean that even while occupied the city provides a defensive factor of 2 which must be contended with by any occupying units! The permanent factor is not tripled!
5. If a capitol city is attacked, any accumulated replacement factors must be contended with at basic odds ... taken as a single unit or as many units as the attacker deems fit.
6. An accumulated replacement factor forced to retreat is eliminated ... otherwise all results are to be resolved as if an actual unit existed. The permanent factor cannot be

altered by combat results ... it will be back each and every turn!

7. A capitol city loses its replacement capacity as soon as it is occupied, completely surrounded by enemy zones of control, or it is attacked. It will regain full status as soon as it is evacuated, it breaks the encirclement, or it goes one full move without being attacked.
8. To capture a capitol city, the enemy must eliminate all units holding the capitol, eliminate all accumulated replacement factors and overcome the permanent defensive factor either by rolling DB2, DELim, or having survivors after an exchange. Attacking units may advance after combat only when all three of these conditions have been met.
9. A capitol is considered captured and held only during those moves when enemy units actually occupy the capitol *and* can trace an unbroken line, free of enemy zones of control, to their own home capitol; and the capitol itself is free of opposing zones of control.
10. Once one "nation" takes and holds an opposing capitol for 4 turns, including the turn of capture, he has complete control over all the units of that nation. This is *always* subject to the permanent defense factor and even though he controls these units, if they come into contact with his own units, combat must result. Clearly, he will have two moves to the remaining opponent's one ... but, under certain circumstances (which I leave to you to figure out) it is possible he may lose control of these "captive" units ... either to their original general or to the other player.
11. Accumulations cannot be incorporated into units while capitol city does not have replacement status!

## D. Attrition:

For each move in which a nation enters a unit into or maintains a unit in enemy territory there is a charge of one combat factor per each violated nation which is taken at the end of the turn - before combats are resolved - and which may be taken from anywhere on the board or from accumulations in his own home capitol.

## E. Secondary Objectives

1. The cities of *Nivelles* and *Quatre Bras* are "bonus cities." If a player holds *both* of them, i.e. has a unit in them and they are free of enemy zones of control, he will be entitled to a bonus.
2. Bonus: At the end of the first move when a player has satisfied the above conditions he will receive a bonus of 2 combat factors ... to be taken *immediately* in either of these cities or his home capitol ... or accumulated in his home capitol.
3. At the end of the second move he get 4 factors. At the end of the third, 5 and so on 6, 7, 8 ... etc. Hence, there may be some dispute over these towns ... especially if someone is getting 16 factors per turn!

4. Once the bonus condition is broken, it starts all over again at 2 regardless of whether or not the original holder can retake the bonus cities.
5. Caution: Bonus cities must be kept absolutely clear of enemy zones of control. A 1 to 100 attack, launched by a small but dedicated unit, will cause the whole bonus status to revert back to 2! (In this event at least a full move must take place to re-establish bonus status ... hence it is quite possible that the bonus cities may be held at the start of a player's turn without his being able to avail himself of the bonus!)
6. Units defending from bonus cities are doubled.

## F. How To Win:

This one's simple ... be the last survivor!

Naomi Goldwasser  
245 E. 81st Street  
New York, N.Y. 10028

# Strategic Defense of France

by Alan Augenbraun

Compared to the Allies, the German forces in D-DAY are vastly inferior. With the exception of the few SS and Panzer units, the Germans are outclassed in mobility and offensive power. Moreover, the Allies, in the Tournament Game, threaten to invade on two fronts, thereby delaying a total German defensive deployment against the first assault.

Thus, with a thin crust defense against a superior enemy and with no central reserve to bolster it, the German position is critical. If the German commander fails to guess the invasion area, the ensuing German effort will prove too little and too late. Through a misjudgment in initial deployment, German forces may arrive in the invaded area too late to stop an Allied advance or capture of key positions. Similarly, faulty deployment can cause the German commander to commit his forces to the battle in piece-meal fashion. This effect of "too little and too late" will then prove disastrous to the German campaign.

Strategic defense presents a possible solution to the German problem. Its purpose is to "force" an Allied invasion of whatever area the German commander wishes. German forces can then be deployed for the necessary action. To do this, five of the invasion areas should be adequately defended; the features of the remaining two must leave the Allied commander with only one choice, that decided upon by a competent and calculating German player.

For example here is a set-up I use which usually forces an invasion of South France. The Static Army, including all static infantry and HQ units plus the 6th Para. Rgt., lines the coast from F13 to P26 in a uniform strength of six defense factors per square. Ostend is manned by two static divisions, and the fortresses by one each. One division, plus the 6th Para. Rgt. are assigned to Dieppe, while three HQ units each go to LeHavre and Cherbourg. The remaining two HQ are placed in St. Malo. The slowest moving units are thus closest to the German border in case of a collapse of the German front.

Part of the Regular Army, which includes all regular infantry and parachute divisions, is dispersed immediately behind the Static Army to protect the rear from an airborne attack. Typical deployment would cover Amsterdam, J16, M20, N23, P25, and R27 with one division each. The rest of the Regular Army is stationed in Le Havre and Normandy. Avranches, Carentan, Bayeux, Caen, Argentan, and Q28 each get one division; two divisions go to R29.

The Panzer Army, made up of all German panzer and panzergrenadier units *not* initially assigned to Germany, is situated in the Normandy-Brittany area with some exceptions. The 1st, 2nd, 12th, and 17th SS, along with Lehr and the 9th and 11th Panzer Divisions cover Rouen, U34, T35, X36, X38, Z40, and St. Nazaire.

The effect of this deployment presents the Allies with unfavorable odds from the North Sea through LeHavre. While a beachhead can be established pretty easily in Normandy and Brittany, the Panzer Army threatens to bottleneck any advance. This would gain valuable time for the German until the second invasion in Turn No. 9; only seven more turns will start the German replacement rate. For these reasons, it is unlikely that the Allies would invade any of these areas. Biscay, with its little defensive terrain, slow buildup rate, and a Panzer Army "next door" likewise is a poor choice. That leaves South France, which the German commander expects.

An Allied sweep around the mountains through Sete and Toulouse can be precluded by placing 21st and 116th Panzer at TT40. Further, the Allied west flank, once the Allies leave the Rhone Valley, can be denied the vital security of Vichy by placing 2nd Panzer Division within a week's striking distance of that city.

All German armor, including the Germany-based Panzer Reserve, can move on the Allied flanks, where favorable combat odds should crop up once the Allies leave the protection of the Rhone Valley.

In short, the benefits of a carefully planned strategic defense are clear. The German commander can almost virtually dictate the choice of the invasion area, and, consequently, can be well-prepared to meet the attack. With luck, he may even win a decisive victory in the opening weeks of the game. While Strategic Defense is not foolproof, it at least offers the Germans a possible road to victory, and for the inferior German forces, that is more than they can ever expect.

Alan Augenbraun  
909 Eastern Parkway  
Brooklyn, N.Y. 11213

# Divide and Conquer

by Steve Grimmett

In the course of many games of TACTICS II in the last few years, I have discovered that one particular strategy, when employed by Red, practically guarantees success, providing that: A) Red moves first; B) the weather is good; and C) the nuclear capacity rule is not used. The advantages of this plan are that Red wins, (obviously) and that there is not much Blue can do (short of upsetting the board) to stop Red from winning, if the plan is properly effected.

To use this plan effectively, Red Commander must remember two things at all times. First, in the early stages, *KEEP MOVING!* Any delays work in Blue's favor. Never let your opponent rest. Second, do not, under *any* circumstances, split your armor before at least turn 4. Remember these two things, and Red's success becomes virtually assured.

The initial deployment of Red's forces is extremely important, and should be as follows:

## I ARMY GROUP Bivouac Area — I AGHQ

- I Army Bivouac Area —  
I Army HQ (15-15)  
1.2 Mt. Div. (16-15, 16-16)  
one (1) Inf. Div.

- I Corps Bivouac Area —  
I Corps HQ (8-6)  
six (6) Inf. Div.

- II Corps Bivouac Area —  
II Corps HQ (15-22)  
six (6) Arm. Div.

- II Army Bivouac Area —  
II Army HQ (25-18)  
three (3) Inf. Div.

- III Corps Bivouac Area —  
III Corps HQ (29-19)  
six (6) Inf. Div.

- IV Corps Bivouac Area —  
IV Corps HQ (38-10)  
2 Amphib Div. (39-13)  
five (5) Inf. Div.

- Replacement Bivouac Area —  
1 Amphib Div. (19-8)  
1,2 Para Div. (20-5,20-6)  
four (4) Inf. Div.

Having placed his forces, Red is ready to proceed.

## TURN ONE: First Phase —

Red begins by assaulting the beach southeast of Blue City 43-43, capturing the city, and taking a position in the city, west of the river. 2 Amphib and four divisions of IV Corps then land in the city and assume a defensive stance to the

north and west, taking care to defend the bridge at 34-42 and the northwest road from the city against a possible Blue counter-attack. Simultaneously, the remaining division of IV Corps moves to defend the northern mountain pass to prevent Blue from using it, and IV Corps HQ moves into Red City 43-16, for defensive purposes.

## Second Phase —

Having diverted Blue's attention to the south, Red now sets about securing his main objective. I Para Div. drops just west of Blue Capital, captures it, and moves southwest to a defensive position at 25-36. 1,2 Mt. Div. embark from RC13-16, land in Blue Capital, and move to positions in the mountains to the west. Then II Corps lands in the capital, and establishes a line north of that city, while II Corps HQ defends bridge 22-39. Four divisions of I Corps then move to defend the flanks and rear of II Corps, especially the bridge in the capital (22-42).

III Corps meanwhile detaches two divisions to RC19-27. The four remaining divisions move to defensive positions 29-31, 27-31, 26-32, 25-33. II Army Command Group then moves toward II Corps' western flank, and 2 Para Div. drops into the gap between II Corps and II ACG to prevent Blue from stopping the junction of those two forces.

The two remaining divisions of I Corps and I Corps HQ then move by sea to RC3-28, and assume positions east of it. The remaining division of I ACG defends the bridge at 10-27. The other (replacement) divisions deploy to the undefended Red cities to protect them from enemy paratroop or amphibious maneuvers.

As a result of this brilliant maneuver, Blue is left with several alternatives, any of which Red can counter with relative ease. Red IV Corps' position is the real thorn in Blue's southern side, for it poses a Constant threat, which can never be done away with because of the Red threat elsewhere. In the north, Red II Corps, with all that armor, is intimidating even if it never moves, and if and when it moves, it is deadly.

But, whatever Blue does, Red must push his opponent constantly. Red has a tremendous advantage, and at this point Blue cannot win, unless Red lets him. If Blue doesn't reverse the situation by Turn 4, he should consider asking for terms.

Stephen Grimmett  
1908 Nueces St.  
Austin, Texas 78705



# If Heth Had Gone Forward...

by Gary Gygax

In the early part of 1863, neither the Confederacy nor the Union had gained the advantage in the Eastern Theater of the Civil War. The Confederate forces had won virtually every major battle that had been fought, but they had not destroyed the Army of the Potomac. Lee's invasion of the North had ended in a Confederate retreat after the Battle of Antietam Creek, but a truly decisive battle was yet to take place.

After the Confederate victory at Chancellorsville, Lee reformed the Army of Northern Virginia and began preparations for a second invasion of the North. He determined to cross the Potomac west of the Federal position and invade Pennsylvania, for he was sure that his army could bypass and easily outmarch the slow-moving Army of the Potomac. The total strength of the Army of Northern Virginia was about 75,000 men of all arms. Although the Confederate Army was outnumbered by the Federals, as it usually was, the discipline and morale of the soldiers were superb. Lee had no intention of relying on a long, vulnerable line of supply to connect him with his southern bases. Only powder and ammunition would come from the South; the army would forage for the remainder of its supplies as it moved. Early in the month of June, 1863, Lee started the Confederate Army moving on its northward march with a heavy cavalry screen to conceal the movement. The Army of Northern Virginia marched northward in corps and crossed the Potomac River in various places over the period of about two weeks. The invasion had begun.

On June 27, General Early's Division of Lee's army ransomed the city of York, Pennsylvania, for a large quantity of food, clothing, and money. Other Northern cities that fell into southern hands were stripped of any supplies that the Southerners were in need of, and the entire Confederate Army would soon be in an excellent position to march on either Baltimore or Philadelphia. A call for volunteers to repel the invaders was sounded throughout the state, but there was little response to it.

To his surprise General Lee learned that the Federal Army was also across the Potomac and marching northwest toward his rear. Meade had replaced Hooker as the commander of the Army of the Potomac, and he was intent on stopping the Rebel invasion. Lee ordered a speedy concentration of his forces which were widely deployed through southern Pennsylvania, knowing that Meade must be beaten and the road to Baltimore and Philadelphia opened thereby, or the invasion would end in failure. Not only would defeat of the Federals enable him to move freely in the North, it would also force the withdrawal of Union troops from the west in order to protect Washington. This would remove pressure from Vicksburg and the other Confederate positions in the Western Theater of the war.

Lee firmly believed — and not without reason — that the contact with the realities of war that the invasion brought to the Northerners would strengthen the already growing peace movement. The call for peace was being made chiefly by the

Democrats, but if the cry grew loud enough the Republicans in the Federal Government might be forced to yield to them. Across the Atlantic, Lord Russell wrote to Lord Palmerston about the possibility of England's intercession in behalf of the Confederacy, for it seemed as if the Army of Northern Virginia was but one step away from capturing the Federal capitol of Washington. The British recognition of the Confederate States as a separate nation was something that the South had depended upon when they seceded from the Union, but this was now held as a forlorn hope. As the English debated at the question of recognizing the sovereignty of the Confederate States of America, Lee's army was rapidly converging on the town of Gettysburg, Pennsylvania, where it was to regroup.

Heth's Division of the Third Corps of Lee's army had advanced toward Gettysburg along the Chambersburg Pike on June 30. Heth's orders were to hold the city, but he was not to force an engagement with the enemy until the remainder of the army had arrived. That morning a detachment of men from the division, sent to look for shoes in the city, sighted Federal troops in Gettysburg; they immediately returned to the division which was encamped some three miles northwest of town along the Chambersburg Pike and reported the incident. The Federal troops which had been seen were part of Buford's Cavalry Corps which had been sent to hold the place by General Meade, and they were awaiting the arrival of the I and XI Corps to strengthen them. The Confederates made no further movements toward the city, and so there was no engagement that day.

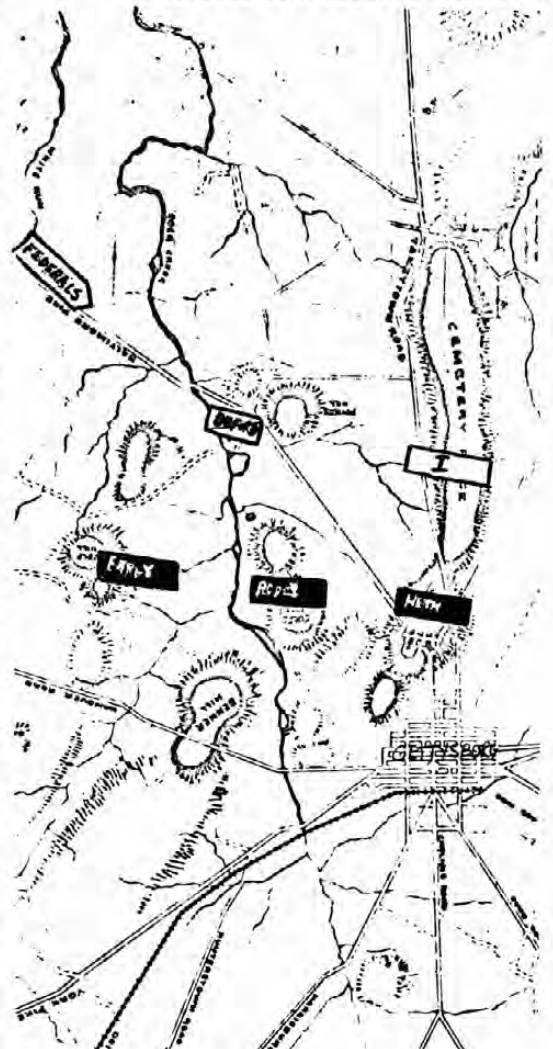
At daybreak on July 1, one of Buford's divisions that was encamped on a low ridge west of town saw the Confederate infantry column heading toward it. The dismounted cavalry fought fiercely, but they were driven steadily back by two of Heth's brigades, supported by Pegram's Reserve Artillery Battalion, which attacked them at about 9:00 a.m. The Confederate advance was brought to an abrupt halt at about 1:00 p.m. when the I Corps arrived at the double to support Buford. The battle raged on with both sides fully committed to the fray. Pender's Division of the Third Corps had arrived and was sent to support Heth's attack. Rodde's Division of the Second Corps had arrived before noon along the Carlisle Road, and it began a flanking movement against the I Corps. This move was checked almost before it began by the arrival of the XI Corps north of Gettysburg shortly after 12:00 a.m. Confederate troops were still arriving, however, and an officer of the XI Corps saw Rebels — Early's Division of the Second Corps — on its right flank at about 1:00 p.m. A heavy attack was launched by the Confederate at 3:00 p.m. which drove the Union forces back from their positions, through the town, and up onto Cemetery Hill.

General Howard, the commander of the XI Corps, had left a reserve division on Cemetery Hill, and the remnants of the I and XI Corps and

Buford's cavalry reformed around these well-entrenched troops. The Union soldiers had suffered upwards of 10,000 casualties, and an officer of the I Corps described the Union position as "... more gap than line." General Lee's forces could have captured Cemetery Hill at anytime on July 1, but the Confederates did not attack again that day. The III and XII Corps arrived before dark on and around Cemetery Hill and Culp's Hill, and they set to work fortifying their positions against forthcoming Rebel assaults.

On July 2, the Army of the Potomac was in a well-drawn position with the bulk of its forces on hand. Meade's line was in a horseshoe shape. The left lay along Cemetery Ridge, the center on Cemetery Hill, and the right on Culp's Hill and along Rock Creek. The Confederates assaulted the Federal positions on Culp's Hill and Cemetery Hill in the morning but met with small success. In the afternoon, part of Longstreet's First Corps — which had arrived at Gettysburg throughout the night of July 1, and during the early afternoon of July 2, — attacked a salient position that the III Corps had moved into. They smashed the Union troops back and seemed about to capture Round Top, a hill which would have enabled to enfilade the Union left flank, when a hastily gathered Yankee brigade reached the crown of the hill in advance of the Southerners and flung them back.

PROPOSED CONFEDERATE POSITIONS





The Army of the Potomac had suffered heavy casualties up to this point, far greater casualties in proportion to those of the Army of Northern Virginia. It is felt that the Confederate attacks would have been successful on July 2, if they had been made earlier, and that the delay in attack by General Longstreet prevented the Capture of Cemetery Ridge which might have won the battle for the South. But the Confederate attacks were finished for the day with no victories gained.

Pickett's historic charge on July 3, was Lee's final effort to break the Northern position and win the field. With its failure died the final chance for the South to gain its independence. Lee's Army retreated on the following day with losses well over 22,000 men, almost as many losses as the much larger Federal Army had suffered. The loss at Gettysburg had not been wholly caused by flaws in Lee's strategic planning. Much of the reason for the loss rested in the fact that the Confederate Army had been attacking a "well posted defense of a strong position."

The very center of that position, "the key to victory", was Cemetery Hill. On the first day of the battle when the I Corps arrived, the commander, General Reynolds, dashed off notes to General Meade and many of the other Union generals saying: "... - hurry on, in God's name, we must fight here." The advancing Southerners

drove the fleeing Federal troops up onto the very position that the Army of the Potomac had to have. Cemetery Hill had to be held so that the line of defense from Culp's Hill to the Round Tops could be formed as the Federal troops arrived. A look at a map of the area will show that there is no comparable position that the Federals could have drawn within miles of that position. If the Union troops had not held that position the Army of Northern Virginia could have regrouped unopposed, and then the Army of the Potomac, Washington, and the war would have been lost.

If Major General Heth had advanced into the city of Gettysburg on June 30, the tide of victory would have risen for the South, instead of ebbing, on the following days. Buford's cavalry — perhaps 4,000 men — were all there would have been to prevent the Southerners from holding the city, and Buford did not have his entire force at hand until late in the evening. A night attack against a force that is twice the size of the attacking one is not a likely move to be made by a good officer. This is especially true when the officer would have to send dismounted cavalry on a night attack against infantry whose quality he knew to be excellent. Therefore, it is probable that the Confederate division could have occupied Gettysburg virtually unopposed.

On the following morning, July 1, after Pender's Division and the reserve artillery battalions commanded by McIntosh and Pegram were marching quickly toward the city, Heth would have taken the most command height nearby to await their arrival. Cemetery Hill is the highest point within a two mile radius of Gettysburg. It commands the city, the roads to Emmitsburg, Tanneytown, Baltimore, and Hanover, and it is not too distant from the Confederate points of arrival. The Federal I and XI Corps had been marching hard all night on June 30, and neither corps could have reached the town before Confederate reinforcements had arrived to support Heth's position on both of its flanks. On July 2, Lee said, "We did not or could not pursue our advantage of yesterday, and now the enemy are in a good position." With Heth's Division in control of Cemetery Hill there would not have been a good position for the Union troops to hold, and the early advantage of numbers that the Southerners held would enable them to keep the position that they had already occupied.

Confederate troops were arriving at Gettysburg in force during the morning and early afternoon of July 1. They were traveling via the roads east and west of the city and hurrying to reach the scene of the conflict. Rodes' and Early's Divisions would have assumed positions east of Cemetery Hill, on a line running from Wolf Hill on the east to Culp's Hill, joining with Heth's left flank. This supporting move could have been completed by 3:00 p.m. at the latest, with Culp's Hill occupied at 1:00 p.m. by Rodes' Division. Pender's Division, with one of the reserve artillery battalions, could have been entrenched on the right flank of Heth's position at noon. The remaining reserve artillery battalion would join Heth. Although this would have left the Confederate right flank on Seminary Ridge 'hanging in the air', there were troops arriving nearby in the early evening that could have prevented a flanking movement by the Federals.

Aside from this, there were not enough Federal soldiers in the area to launch a successful attack before nightfall. The entire Union force did not

number much over 20,000 men, including Buford's cavalry. Rodes' Division, which was the smallest of the four Confederate Divisions present on the afternoon of July 1, numbered about 7,000 men. The entire Confederate force must have numbered over 30,000 men, exclusive of the reserve artillery battalions.

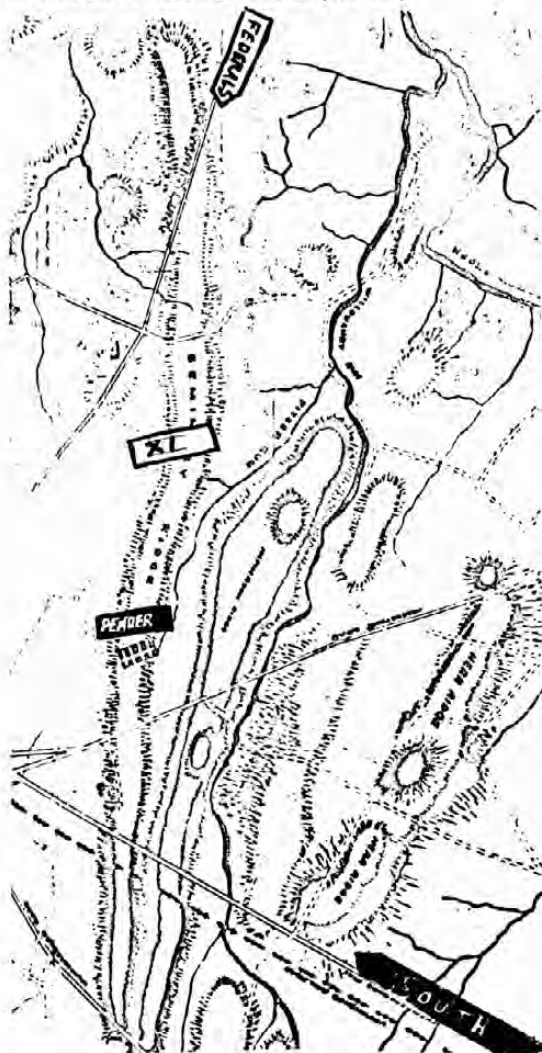
At best, the Union troops could have maintained a line roughly parallel to the Confederate line. With Buford holding the Baltimore Pike near Powers' Hill on the east, the I Corps holding the Tanneytown Road and the center of Cemetery Ridge, and the XI Corps holding the Emmitsburg Road on the west, a line could have been formed at an average distance of about half a mile from the Southerners' position. This line would allow incoming Union troops to effectively concentrate in this area. At 5:00 p.m. the arriving XII Corps would be in line along the Baltimore Pike and the incoming III Corps two miles in the rear on the Emmitsburg Road. The II Corps reached a position at the Base of the Round Tops on the Tanneytown Road at dark on July 1. The entire Federal artillery reserve was not far behind the II Corps.

The Army of the Potomac was still disorganized, however, on the evening of July 1. The V Corps, the VI Corps, a part of the III Corps, and much of the cavalry was yet to arrive. The Southerners, in control of Cemetery Hill, would control the entire position. Lee had had the option to attack on the morning of July 2, before the Federals could organize, as he felt he had to do if the South was to win the battle. Most of the Army of Northern Virginia had arrived by the morning of July 2, and its strength was between 52,000 and 60,000 men of all arms. Not only was the Confederate Army about equal in size to the Federal Army, the Union officers believed it to be much larger than it was. The Yankees placed Lee's numbers at 100,000 or more men. Meade himself estimated the Confederate strength at between 80,000 and 100,000 men.

When General Meade reached the Union position in the predawn hours of July 2, he held a staff meeting at once. The Union generals debated whether or not the army should fall back — there was a good defensive position about six miles to the rear — attack the enemy, or hold a defensive position where they were. Because the Army of the Potomac held such admirably suited ground for defense, they elected to hold a defensive position where they stood and await the Rebel attack. If the Southern forces had held Cemetery Hill the decision that the Union generals would have had to reach would not have been an easy one. With the Confederate Army holding the advantage of position, and believing themselves outnumbered, I maintain that General Meade and the other Federal commanders would have elected to fall back. This would have allowed the Army of Northern Virginia to regroup without major opposition. The results of a withdrawal, results that the Federals could not have foreseen, would have been the sparing of the Confederate Army from the terrible loss it suffered on the third day of the battle, the prolonging of the life of the Confederacy itself, and perhaps the eventual success of the Southern struggle for independence.

Gary Gyax  
330 Center Street  
Lake Geneva, Wisconsin 53147

ONS AT GETTYSBURG 5:00 p.m. July 1



# The Mathematics of the CRT

by William J.M. Gilbert

Here's another in a long stream of attempts to get player balance into the Stalingrad game. This time, it's done through tampering with the Combat Results Table. It is interesting to note that the author worked for the Corporate Programming Corporation in New York city, the same company that employs Naomi Goldwasser who, in Vol. 5, No. 5, also chose Stalingrad as the subject of an article. Hmm... sounds like a latter-day Dr. Zhivago thing going on down behind the files...

## ATTACKING THE DOUBLED POSITION

Not infrequently, especially in the game of S-Grad, it may be impossible to assault a unit at odds of 3-1 or better. If the relative costs of various other modes of attack. For the purposes of discussion, it will be assumed that the defender is a single unit of factor six ... for units of larger size, an appropriate adjustment must be made ... for multiple unit defense, the tables below do not apply unless the combat is resolved as a single battle.

(I) Expected Loss: This is the probability of loss times the factors to be lost, e.g. in a 1-2 attack the probability of loss is 3/6 (2/6 from A Elim and 1/6 from exchange). The expected loss would be  $6 \times 3/6 = 3$ .

(II) Expected Gain: This is the probability of eliminating the defender (either through - elim or exchange) times the defender's factor.

(III) Net Loss: Equals expected loss minus expected gain.

(IV) POCP: Probability of carrying position.

(V) GCTC: Gross cost to carry: If you divide the expected loss by the probability of carrying the position you get the GCTC. What this means is that in the long run - over many such attacks - this is the price you are going to have to pay for the privilege of carrying the field. Of course, in any one attack, there is no guarantee you will have to pay ... nor is there any guarantee that you will pay and still not win!

(VI) NCTC: This is the same as the GCTC, only it refers to the net cost to carry, i.e. it takes into consideration the defender's losses whereas the GCTC does not. For comparison purposes in a 3-1 attack the GCTC is 4 and the NCTC is 0.

(VII) 1+ - 1: This attack is based on having a unit of size two in excess of 1-1 odds.

	1 - 2	1 - 1	1+ - 1	2 - 1
Expected Loss	3	6	6 2/3	8
Expected Gain	1	2	2	3
Net Loss	2	4	4 2/3	5
POCP	1/6	1/3	1/2	2/3
GCTC	18	18	13 1/3	12
NCTC	12	12	9 1/3	7 1/2

These figures would be modified considerably if you take into consideration what you deem the position itself to be worth in terms of defensive combat factors. This cost to the defender could

arise in three ways: 1) By shortening the game through a more rapid advance, thus depriving the defender of future replacements or reinforcements; 2) by taking or coming adjacent to a replacement city (S-Grad) or 3) Forcing costly counter-attacks at unfavorable odds. In the next table I have repeated the concepts assuming that the loss of the position is worth 12 defensive factors ... naturally if you place a greater or lesser worth on success you will have to make suitable adjustments. For comparison purposes the GCTC for a 3-1 remains 4 but the NCTC jumps to a gain of 12!

	1 - 2	1 - 1	1+ - 1	2 - 1
Expected Loss	3	6	6 2/3	8
Expected Gain	3	6	8	11
Net Loss	0	0	gain 1 1/3	gain 3
POCP	1/6	1/3	1/2	2/3
GCTC	18	18	13 1/3	12
NCTC	0	0	gain 2 2/3	gain 4 1/2

**Summary:** It would appear from the above that in terms of costs, there is substantially no difference between a 1-2 and a 1-1 attack, but that a 1 - 1 attack is markedly more favorable than either. On the issue of the 2 - 1 attack it must be pointed out, J.K. Norris to the contrary, that it becomes a viable strategy ... (especially if you have accumulated reserves sufficient to replace a large portion of your losses in the vent of the roll of a six) ... the cost figures are not that unfavorable and the demonstration of your willingness to attack in such a fashion will force your opponent to "over-defend" certain key positions with a subsequent weakening of his line elsewhere.

William J.M. Gilbert  
125 Christopher Street  
New York, N.Y. 10014

# 100 Games a Year by Mail

by Bruno Sinigaglio

"Man, you got to be putting us on," we responded in a phone conversation with Bruno Sinigaglio when he told us how many PBM games he was involved in. But who were we to doubt the zeal of a game buff who drives down from his home in Penns Grove, New Jersey, just to pickup a copy of a new game directly from the factory. Of course he also purchased an arm load of PBM pads - he wasn't kidding about playing all those PBM contests.

How many games do you complete in a year? Twenty, maybe thirty? Well, how would you like to increase your PBM output to 100 games a year? The way to do it is to play about 50 games at a time. Right now I am playing SS (with 75 in sight), which includes 1914, Blitzkrieg, Bulge, D-Day, AK, Stalingrad, Guadalcanal and Waterloo. If you think that a great deal of time is required, you're wrong (AH guessed wrong too)!

I started PBM about 8 months ago and up to now have completed 22 games; however, within the next four months I'll knock off another 35. The reason for the total of only 57 in a year is due to the fact that my system was lacking a big

"time-saver" until two months ago.

This time-saver eliminates the tedious procedure of setting up the game to make the "move". It requires some colored marking pencils, many match boxes, one regular pencil and the following instructions (D-Day will be used as an example):

1. Using the regular pencil, write the number 1 through 15 on the backs of the first 15 allied units as they appear on the PBM sheet (e.g. the 2nd infantry will be No. 2 and the 35th infantry No. 12).

2. Using the red marker, circle the numbers written on the back of the units described above (all 15 units found in row 1 of the PBM sheet).

3. Take the counters described in steps 1 and 2 and place them in a match box. Label the match box "Allied, First Row" in red.

4. Repeat steps 1, 2 and 3 for the rest of the rows of allied units (e.g. Allied units in row two will be numbered 16 through 30, circled in a color other than red and placed in an appropriately labeled match box).

5. Repeat steps 1 through 4 for German units.

6. Here is a very unpopular step. Using the regular pencil, lightly write the grid coordinates

on your game board (Bad News!). Use many squares so that it is easier to cross-reference the coordinates of all squares. This makes set-up procedure much easier and a lot faster.

Now when you've finished steps 1 through 6, go through an actual set-up. First take the box marked "Allied, First Row" and set-up the appropriate units (replace the units that aren't appropriate). Set up the units from each row as described above, making sure you place the idle units back in their respective boxes. If you were alert, you would have noticed that it's easier to set-up the units by using the numbers previously written on the back. Just pick up a unit, No. 16 for instance, look at its position as written on the PBM sheet and place it. Now make sure you had the right unit! No. 16 would be the 45th infantry division.

After you've made your move, turn over all the units on the board. Take all the units that are colored red and place them in the box labeled "Allied, First Row." Get the picture? Now do the same for each respective color.

I'm sure the "Time-Saver" will meet with approval, since it only takes about 30 minutes to adapt an AH game for the purpose. After you get the hang of it, it should take only 2 to 4 minutes to set up any game, and about 1 minute to put it away.

Bruno Sinigaglio  
197 South Broad St.  
Penns Grove, N.J. 08069



# The Figure of Merit Fallacy

by Prof. J. E. Pournelle, Ph. D.

One of the chief limitations to board type war games has been the obsession with the single figure of merit, otherwise known as "combat factor." Although the introduction of different factors for defense and offense has been a partial step in the right direction of developing a theoretical concept to make war gaming more realistic, it has never gone far enough, and has often been misapplied. The problem is inherent in the concept of combat factors themselves.

In engineering evaluations, particularly the insiduously attractive but false concepts made popular by former Secretary of Defense Robert S. MacNamara, the problem of a criterion for evaluation has always been paramount. Thus, we have seen Cost/Effectiveness touted as the solution to all design decision problems: simply choose the system which delivers the most effectiveness at the least cost. But what of competing systems? Suppose, for example, I have three aircraft missions. One design performs each passably; the alternative is three separate aircraft, each useless for any mission but its own specialty, but superb at that. The three aircraft will cost, let us say, three times as much as the single general purpose plane.

In choosing a system, the cost/effectiveness analyst will assign some number to the performance of each plane for each mission. Let us say, for example, that the effectiveness of the general purpose plane for each mission is "8", while that of each of the specialized planes is "10" for its own mission, and "1" for the other missions. Then the "effectiveness" of the general purpose craft is  $3 \times 8 = 24$ ; the "effectiveness" of the three-plane concept is  $(10 + 1 + 1 = 12) \times 3 = 36$ . Dividing by cost, we get  $24/1$  for the general purpose craft, or an effectiveness to cost ratio of 24; for the three craft system we have  $36/3 = 12$ . Obviously, we should choose the general purpose aircraft according to this analysis; and equally obviously we have been victims of the figure of merit fallacy.

Suppose, for example, that one of the missions involved is air superiority — dogfighting. The plane worth "8" is useful until it meets a better plane. Then it is dead. There is no prize for second place in battle. Another mission might be interdiction of an enemy supply line, but the supply line is just out of reach of the general purpose plane; then its utility for that particular sortie is zero, and if this were a key mission, we have lost the war. The problem came from trying to take numbers and add them up to a single "combat factor" for the aircraft without regard to its missions.

The same is true of war-gaming pieces. Afrika Korps is an excellent example. In the game, the Italians are rightly given a larger defense factor than attack, as was historically true. But the 88's which were the key to the campaign do not appear at all. Why not? Probably because it appeared impossible to assign a combat factor to them. They were tremendously effective sometimes, and not effective at all at others, depending on how they were used, and WHAT THEY WERE USED AGAINST. It turned out that they were useful against armor, particularly against

unaccompanied armor not supported by fixed artillery. But they were useless against infantry attack unless they were themselves supported by infantry.

But in this recognition lies the solution to our problem, not only for that campaign, but for board type war games: it is the principle of the scissors — paper — rock game; that is, a combat factor which varies according to what the piece fights.

Begin with anti-tank guns; a generalized "conceptual" piece for board games employing armored warfare. Suppose we have, for the moment, infantry pieces worth "2" and armored pieces worth "4" in a game. Then the anti-tank piece might be worth "6" against armor, and only "2" against infantry. Put another way, its basic factor is "2" but it triples when engaged with armor. But can this principle (which is itself defective, as it incorporates a "magic number" or figure of merit, but which is probably the best we can get for a playable game) be applied on the board?

In the attack, it is simple. Since the piece is unlikely to attack infantry, it will apply its positive factors against armor only. In the event it must attack a mixed stack of armor and infantry and the battle cannot be split up, the procedure is again simple. Suppose 3 A-T pieces attack a stack of one armor piece and one infantry piece. Then the defensive force is 6, and two-thirds of that is armor. The three A-T pieces apply one-third of their power at the basic rate of 2, and two-thirds at the tripled rate of 6, giving  $12 + 2 = 14$  to 6; not a very good battle. Had they attacked two armor pieces with total factors of 8, the odds would have been 18-8, or reduced to the same odds. It would have been better, in the example, of course, to have the A-T pieces fight two battles, one at 12-4, the other at 2-2; better still would have been to make it a

multiple battle with an infantry escort to fight the enemy infantry.

As a further example, suppose one A-T piece fights one infantry and one armor. Then we have defending six factors, and attacking of between three and five depending on how you wish to calculate it, it still reduces to odds of one- to two. When the A-T pieces defend against armor, simply take the attacking armor combat factors and divide by three.

But we are not finished with the principle. Let us now introduce a heavy assault infantry piece, which has a factor of 4 applied against infantry and anti-tank units, but only two against armor. The anti-tank units do not get their triple factors fighting this kind of "elite infantry" piece, as they obtain triple factors only against armor. Two of these heavy assault pieces have combined factors of 8, and if they attack a single anti-tank unit, the odds are 4 — 1. The reader can see that this would make a game like Tactics II quite interesting, with or without a multiple units/square rule. Introduce heavy armor, with factors of 6 but lowered mobility, and it is even more so, and with the introduction of light armor with combat factor 3 and great mobility the complexities for strategy become great indeed.

A commander will be faced with many choices. He cannot simply send his armor off unescorted unless he has first done something about the enemy anti-tank units. He must protect his anti-tank units from his opponent's assault infantry, while keeping his own armor away from the enemy anti-tank pieces; finally, he tracks the enemy A-T units with his own assault infantry; and sends his armor against the enemy assault units. He may try to make up combined arms armies, or he may separate his components into various corps of specialties, depending on his strategic planning ability and mobility.

We have had very interesting games with the following types of units on a board about three feet by four feet. The rules are modified Tactics II rules and are not important; what I suggest is that the concepts may be of interest to game designers. (Avalon Hill, take note.)

The mobility factors shown on the table, and the combat factors, are appropriate to a Tactics

Type of Unit	BTA (Mobility)	Combat Offense	Factor Defense	Special Notes
Infantry	5	2	2	All infantry movement reduced on rough terrain.
Garrison Infantry	4	1	2	
Assault Infantry	5	4 — 2	4 — 2	Doubles combat factor against infantry only.
Cavalry (Motorized Inf.)	7	2	2	
Armor	7	4	4	Terrain restrictions; cannot enter forests. No movement reduction on rough terrain. Heavy armor crosses rivers at bridges only.
Heavy Armor	4	6	6	
Light Armor	9	3	3	
Anti-Tank Infantry-Artillery	5	6 — 2	6 — 2	Enter forests one square only; movement restrictions in foothills; doubles combat factor against armor.
Armored Cavalry	9	1	2	No terrain restrictions of either infantry or armor.
Artillery (Heavy)	4	2	2	Achieves effect of "Range" by not being subject to stacking restrictions. May be added to any stack on offense or defense provided that the headquarters unit to which it is attached is within one square. Not subject to combat losses unless all units on square with it are eliminated or retreated.

II game with limited "stacking" or no stacking capability. For hexagon boards and multiple units per square situations, appropriate adjustments should be made. There is no reason for combat factors to be exact multiples: A-T units could be worth, say, 2 against infantry and 5 against armor, or any other combination of numbers, although this makes the unlikely kind of combined arms battle slightly more difficult to draw up rules for.

On the subject of the figure of merit fallacy, the kinds of units suggested above can be combined with another principle, that of organizational unity. This requires careful design, but can add a great deal of realism to the game. Let us take a typical old style division as an example. Such a unit consisted of perhaps two brigades of infantry; assign to them combat factors of 4 each. In addition, they had division artillery, combat factor 2; engineers and scouts, combat factor 1; perhaps a small organic armor detachment, combat factor 1; and headquarters, of no combat factor at all. Adding these up, we get a total factor of 12, which would be the total represented if each component were represented by a single piece and we merely stacked them together. I propose that the total stack should be worth, not 12, but say 15, and be represented by a single counter; when the unit takes losses, it should then be broken into its component parts, (for which counters have also been printed) which could be stacked, but which get no bonus for organization until all the components of a division are again joined and a single unit substituted. To carry it further, suppose each brigade represents three infantry regiments, each worth a factor of 1; the three together can be exchanged for a brigade counter worth 4, but if one of the regiments is lost, two counters are placed on the board (or if the brigade is broken up three counters). This would require a bit more printing of counters, but it makes losses due to combat somewhat more realistic. This could easily have been applied to Afrika Korps, where the German tank regiments could have been broken into three battalions worth 2 each, the total factors combined being worth seven.

In closing, the purpose of this article is to stimulate thought on new principles of board game design which do not add unduly to the complexity of the game, or greatly multiply the number of pieces on the board at the same time (although they may multiply the number of pieces in the box). The trend towards complexity through special rules of all kinds is alarming; I would prefer complexities of strategic thought in the game. My above suggestions are in keeping with the well-known principles of war, and should, I think, make the games more interesting.

J. E. Pournelle, Ph. D.  
12051 Laurel Terrace  
Studio City, Cal. 91604

## Question Box

### STALINGRAD

Q. Can Hungarian and Italian units be started in Finland?

A. No.

Q. Can Rumanian units start in Finland?

A. Yes. However, the number of non-Finnish combat factors that may start in Finland may not exceed 8.

## Official Avalon Hill Game Clubs...

The clubs listed below supplement the initial listing made in the Jan-Feb 1968 issue. Due to space limitations, we have not repeated any prior listings although many have forwarded us updated information. The purpose of this listing is simply to provide basic information to those readers looking for new clubs.

CLUB	PRESIDENT	MEMBERSHIP
South Alabama Directorate of Intercollegiate Strategists and Tacticians 3630 Moffat Road Mobile, Alabama 36618	Pat Knapp	4
Commandoes Extraordinary 825 - 7th Avenue San Bruno, California 94066	Mike George	4
Lancaster Academy of Wargaming 4515 E. Street Eureka, California 97421	Paul York	17
The Dark Empire 2365 Hawn Avenue Redding, California	Scott Arquette	5
1313th Static Inf. Division c/o Thomas E. Reilly USOM, APO San Francisco 96346	L.D. Botorrf	7
101st Andorran Airborne 2548 Chicoutimi Dr. N.W. Calgary 44, Canada	N.J. Neufeld	3
SHAEF Box 1657 Sterling, Colorado	Michael D. Berg	7
Das Teufelstukas 13335 Buffalo Avenue Chicago, Illinois 60633	Terry Lachcik	10
IFW 4658 N. Spaulding Avenue Chicago, Illinois 60625	William Hoyer	165
Calverton Park Wargamers 101 Calverton Road Calverton Park, Missouri	David Parrott	5
St. Johns Military Strategy Confederation Grand Central & Utopis Pkwy. Jamaica, New York	Damian Housman	32
Association of Young Wargamers 11240 Exeter Road Garfield Hgts., Ohio 44125	Ken Cali	4
Excelsior 1913 Mesa Court Ironton, Ohio 45638	William Riggs	4
Rommel's Staff 2411 Sheringham Road Columbus, Ohio	Bruse Burkholder	4
Von Moltke's Monsters St. Vincent Prep Latrobe, Pennsylvania 15650	Dennis O'Brien	15
Villanova Astronomy 7 E. Brookhaven Road Wallingford, Pennsylvania 19086	Danny Carman	2
21st Panzers Naticook Road Merrimack, N. Hampshire 03054	Carl Pickering	5
The Old Guard 5101 - 8th Road S. Arlington, Virginia 22204	Clinton Anderson	20
The Richmond High Command P.O. Box 521 U. of Richmond, Virginia 23173	Murray A. Thompson	8



## Club Registration

All Avalon Hill clubs are urged to register officially with The General. Those who have registered previously need only to complete the form in the event of an address change.

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Club Name

Mailing Address

Name of Newsletter or Mag. (if any)

Total Membership.

President's Signature

(Check One):

       This is a first time registration

— This is an address change registration.

Don't forget to vote on what are the three best articles of this issue...record your votes where provided on the Contest Entry blank.

## Subscriber Discount...

The Coupon shown below is for the benefit of the full-year subscriber. As soon as you have accumulated 4 such coupons, 1 each from this and succeeding issues, you are entitled to a \$1.00 discount applied to the purchase of any Avalon Hill games, parts, play-by-mail equipment and the General.

Here's how it works

Each coupon is worth 25¢. But one coupon alone does not entitle you to a 25¢ credit. You must accumulate 4 different coupons before taking advantage of the \$1.00 credit. When you have accumulated 4 coupons, then you clip them all together and send them in with your order for an Avalon Hill game. When ordering in this manner, you simply send us a check or money-order for \$1.00 less than the usual retail value of the game.

**25¢**

**25¢**

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MAY-JUNE 1969

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# CONTEST NO. 31

It is a do or die situation for Great Blue in Blitzkrieg. Blue has Red holed up in the Red Capital. To win the game Blue must eliminate all three Red Units from the capital city.

The Operations Sheet lists the battles exactly as they are to be fought. All you have to do is to select the Stock that is to act as the die-roll for each of the three battles. You must select three different Stocks from among the group listed below.

The judges will consult the sales-in-hundreds column for the closing N.Y. Stock Exchange transactions of Monday, June 16, 1969 found in the Tuesday morning paper. The last digit of the sales-in-hundreds column will be matched up against the Blitzkrieg Basic Game Attrition Play-by-Mail Table for result of combat. Because Red Units have no retreat routes, retreats will be considered eliminations instead.

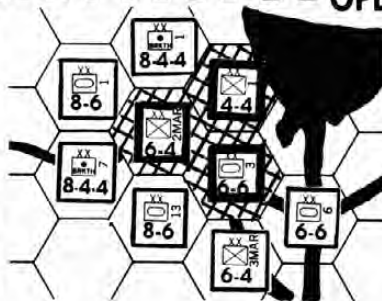
This contest is free to all subscribers. Simply fill in the Operations Sheet and mail to: The Avalon Hill Company, 4517 Harford Road, Baltimore, Md. 21214. Entries must be postmarked no later than June 15, 1969. Print your name and address clearly and make sure you list the game you wish as winning prize. Those who do not wish to mutilate their magazine may send a copy of photostat. Naturally, only one to a customer allowed.

Ten winners will be named. Winning entries will be those who have eliminated all Red Units, or come closest to doing so.

Select Stock from this Group

Ampex	Goodyear	Polaroid
Chrysler	I.B.M.	Goodrich
Food Fair	Korvette	White Motor
Ford	Motorola	Zenith
Gen. Elec.	Sears	

## OPERATIONS SHEET



Headlines of 3 Best Articles:

Attack Units	Defending Units	Odds	Stock
1 Arty	1 Infantry	1 to 1	
1 Armor 7 Arty 13 Armor	2 Marines	2 to 1	
3 Marines 6 Armor	3 Armor	1 to 1	

Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_

## Letters — Yes, We Get Letters

Dear Mr. Young:

I just read your letter in this month's *General* and I must say your criticism of *BULGE* is totally unjustified (or are you an incompetent German player?). If you would care to read that volume of the *U.S. ARMY IN WORLD WAR TWO, THE ARDENNES* (published by the Superintendent of Documents, Washington, D.C. 1965) you'll find that *BULGE* is totally realistic, as the Germans had very little chance of success anyway.

However, to prove to you that a good German player does stand a chance, our club would like to play you in a PBM game of *BULGE*. We will be the Germans. If you play the U.S. side as poorly as your letter indicates, you play the German side, we'll give Hitler the Meuse River for Christmas.

Lawrence Valencourt  
13 Cornwallis Square  
Newark, Delaware 19711

Gentlemen:

Your coordinates are blurred. Either that or a portion of your staff is not communicating with the rest of it.

See The General, March-April '89, Infiltrators Report, re your comment on my attempt to name those nameless cities in Blitzkrieg.

"Cathey, you dingaling. In Blitzkrieg... Great Blue is Great Britain, Big Red is Germany."

So if Big Red is Germany then Great Blue is not Britain but France et al in 1940 or Russia during Germany's drive to the east. Or is this supposed to be the Battle of the Bulge or some throwback to the Napoleonic wars? So make up your mind.

Also your brilliant, non-customer oriented editor of the Infiltrators Report tells me "the terms blue and red always refer to the winner and the loser, respectively, in military talk." In war games, the armies are labeled blue and red, but the winner is the winner. Is it not so?

It seems to me the General is absorbing some of the juvenile smugness of the bulk of your customers. As one of your few patrons in the Senior Citizens brigade (age 48), I urge a little restraint. All cleverness is not progress.

But you do your thing very well — make good games. Stay with it and get Anzio on the market soon.

Paul Cathey  
8200 MacArthur Rd.  
Philadelphus, Pa. 19118

In war games when the winner has already been decided, Blue always refers to winner; red to loser. Because it was not considered very glamorous to take the Russian side in battle, it was intended to show Great Blue as Britain. Didn't seem to come out that way, did it...

Dear Sirs:

I feel it is time for AH wargamers to end this ridiculous use of Nazi Germany as a guide for club names and organization. Among other things, they are behind the times. Some up-dated names include Shin Bet, Stern Gang, N.K.V.D., Al Fatah, Red Guard, S.D.S., C.I.A., Mafia, and Vietcong. These groups are just as militant and, for the most part, just as well organized as the Luftwaffe, Wehrmacht, and Schutz Staffeln. For those of you who are insulted by some of my choices, I answer, "How do Jews feel about names such as '4 S.S. Volksgrenadiers' and 'Kampgruppe Viper'?" Some other suggestions for names are AH Wargamers of St. Louis or 9 Infantry Division (currently in Vietnam). I feel I have made my point. The address below is for comments, not bombs.

Aaron Grossbaum  
293 Crest Drive  
Tarrytown, N.Y. 10591

Dear Sir:

It has come to my attention that you have a game on the market called "Management." I work with the management development staff at Bell Telephone Laboratories, and I am interested in obtaining some information about this game. We use games such as this in a supervisory development program.

I would also very much appreciate it if you would send me any information you might have in regards to additional games that we would be able to purchase. We are interested in any game that has to deal with such situations as communication, leadership, or problem solving techniques.

Miss E. A. Brodie  
Room 3A-104  
Bell Telephone Laboratories  
Mountain Avenue  
Murray Hill, N. J. 07974

So what else is new... we have a list a mile long of companies using our games; General Dynamics, IBM, Shell Chemical, to name a few. In fact, interest in MANAGEMENT for instructional purposes is so high that COMPUTER GAMES, INC., P.O. Box 544, Chicago, Illinois 60411, has just been incorporated for this express purpose. They have tailored the MANAGEMENT game to an IBM setup whereby an unlimited number of people may play, recording their turns on Portapunch IBM cards which are mailed to a central clearing house. Results of each player's turn, as related to opponents' turns, are mailed back in the form of an IBM printout.

Dear Mr. Shaw:

As far as a good enjoyable sports game goes — nothing — and I do mean nothing — tops your Football Strategy. As you may know I've spread the word about this game everywhere I go and have a hand in the purchase of 8 of these very games. I own both versions and have gotten others to buy them using league dues from the 4 leagues which I've founded for the play of the game over the past 4 years. I have had no greater satisfaction in any phase of gaming than that which I've derived from these football leagues.

Therefore, in order to get the most possible enjoyment out of a game you must be able to adopt it to a league play in my estimation. This means one thing: simplicity; the kind of simplicity you have in your sports titles. Other company's lines are lacking in this case. Their games are too complex for the beginner and too realistic for competitive play. (An excellent player with the Falcons couldn't beat a poor player with the Colts 90% of the time). Thus, there is no play balance in these titles. This is all right for the statistics nuts who just play the games to determine how many times the dice will be thrown a certain way during the course of a thousand throws — but for the player who is seeking a test of strategy — the novelty soon wears off and they go back to the simpler and cheaper Avalon Hill type of game.

However, I do not believe your games are perfect. Your Football game has flaws in it, which I've mentioned many times in past articles in *Panzerfaust*, so I won't bother you with that now. The game could be improved via a few simple changes and a longer rules booklet which included the optional for tournament league play, which I included a few issues ago in *Faust*. Your baseball game could stand to gain some identity by issuing player ratings, such as you did for the Orioles and Dodgers a few years back, when your Orioles won the Series for you down there in Maryland.

In other words — your line is just a bit too simple (all right as it stands, but it should include tournament versions) and other company's games are too bogged down with statistics which don't offer any chance for strategy. A compromise between the two would be the best solution in my estimation.

Donald J. Greenwood  
Box 280, RD No. 2  
Sayre, Pennsylvania 18840

Dear Sirs:

I could not help noticing your reply to Mr. Miller's query in the January/February *General* on a game of the Korean War, that because of a lack of "hero figures" you doubted that such a game could be a marketing success. Surely, gentlemen, your avowed creed of "letting YOU command and possibly changing the course of history" means more than having "Hero figures"? Many of your games that are marketing successes do not have hero figures. Could you name a hero in *Blitzkrieg*, or *Tactics II*? I doubt if very many people could find a hero in *Stalingrad* or *Bulge*. And, your two latest games, *1914* and *Anzio* are also devoid of hero figures. Does *U-Boat* have a hero?

If the only reason you can think of, gentlemen, is lack of a "hero figure" for not publishing a game on the Korean War, I believe I can name one. What about General Douglas MacArthur? He took over the situation at the Pusan Peninsula, conceived the daring invasion on Inchon, and led the American forces up to the Yalu River before being relieved of command.

Surely, gentlemen, you must have another reason for not having a Korean War game? I (and I think many, many other wargamers) would like to see a game such as this published, and I am sure that, if published, the game would be a success.

Oliver Wischmeyer  
7614 Forest View Drive  
St. Louis, Missouri 63121

True, old Doug was a hero figure of sorts. But he got into trouble during the Truman administration when, as *TIME* Magazine reported April 11, 1950, "Douglas MacArthur based his strategy on the false conviction that the Chinese would not intervene in Korea." However, the lack of hero figures is not the only reason we have for not publishing games on campaigns of this nature? someday, we'll elaborate as soon as all the pros and cons are in... someday soon... someday, perhaps in the next issue, hey.

Dear General:

First, you dingling, Big Red in Blitzkrieg stands for the U.S.S.R., and the Blue for Germany. Blue and Red may always refer to winner and loser, and violation of this precept may have been a source of embarrassment in the designers' den, but I suspect both Blitzkrieg and Stalingrad were created before Avalon Hill designers became aware of the niceties to which you refer.

In that context, you'll see that his names for the Big Red area are Russian, and Germanic for the Blue area. It had never seemed to me conceivable that anyone would think of this as anything but a fictionalized form of the German-Russian campaigns of World War II, with Lake Pinsky representing the obstacles of the Pripiet marshes, and the Ocean area to the south corresponding to the problems represented by the Black Sea on the South German flank.

As you point out in your letter to Geoff Burkman, who can remember that far back? Or, as you point out in your editorial on nut mail, editors change and so does the interpretation of the various games and rules. But if you'll examine Blue in Blitzkrieg, the resemblance to peninsular Europe with the Scandinavian peninsula to the north must seem quite obvious. And, if you'll review the history of Blitzkrieg, I'm sure you will find in The General reference to the German-Russian conflict in the game. Your comparison of the British-German confrontation doesn't make sense to me.

Other than this rather fine point, the magazine is excellent and your approach to Paul Cathey was most good humored. I am just finishing a PBM Blitzkrieg with Paul that must be kind of a granddaddy as we are in the 27th turn, though the end will come very quickly now.

Keith W. Bennett  
49 Lakeview Place  
Lake Zurich, Ill. 60047

LAKE GENEVA CONVENTION, the most successful convention of all (1968) will have another go at it, come August 23 and 24. The Horticultural Hall, 330 Broad Street in Lake Geneva, Wisconsin, will again be the site. Early registration info may be obtained now from William Hoyer, 4659 N. Spaulding, Chicago, Illinois 60625.

**BRIGHT FUTURE FOR EDUCATION GAMES:** From game-designer Steve LeShay, 7C College Manor, Glassboro, N.J., comes info of the availability of a booklet entitled, "Simulation Games for the Social Studies Classroom." Available from the Foreign Policy Assn., 345 E. 46th Street, NYC 10017, 56 pages for \$1.00, it is the opinion of these publishers that "educational games, still in their infancy, may be the beginning stages of an important new movement in education." Students assume the roles of decision-makers in a simulated environment and compete for certain objectives according to specified procedures or rules. For instance, in FPA's "Dangerous Parallel" game students learn about foreign policy by acting as ministers of six fictionalized countries facing a situation much like the one that led to the Korean War. Research into the use of such games has disclosed a startling fact: students do not learn any more through the games, their value lies in the effect of the post-game discussions. And, just as startling, is our own opinion that classroom games are, at best, a temporary relief that breaks the boredom of classroom routine. We don't believe that the future for educational games is as bright as many educators claim; mainly on the strength that the majority of students are *not* interested in forms of competition. Many people shy away from competition, it puts them on the spot. For every winner there must be a loser. And it is this loser's syndrome that precludes a burgeoning popularity of games as teaching devices in classrooms all over the country. Only when game-designers come up with games where there are teams of winners and teams of losers does this idea stand a chance of improving students' education in their courses. And even with teams, the onus must be eliminated from the individual. The reason the old spelling bees were so unpopular was because students, one at a time, were put on the spot. Of course, to some students the spelling bee meant an extra hour's sleep in the classroom after early elimination from the game.

**RENT-A-SOLDIER** — British soldiers with nothing to do will be hired out to individuals or groups by the day, week, or month to help out in disaster areas or during emergencies. The British Government in announcing this made no mention of price — they didn't even mention what it would cost to rent one of their officers as an opponent in Afrika Korps. Obviously it's negotiable; wonder how much Montgomery would charge???

**THE VIETNAM WAR** is the major concern of the U.S., public, says the Gallup poll. In a survey of 1,535 adults, the poll found that 40% felt the war was "the most important problem facing the country today."

**THE DEFENSE DEPARTMENT** has placed the value of the U.S. military establishment at \$202.5 billion, nearly half of which is in weapons.

**WHAT THIS COUNTRY NEEDS** is an *Offense* Department. No wonder we can't win in Vietnam. It's just like in football, the defensive team may hold the opposition scoreless, but if you



## Infiltrators Report

have no offense you're not going to win the game.

P.O.W.'s ANNUAL PBM Doubles Tournament gets under way July 1, 1969. Boasting the largest prize list ever (\$120 worth of merchandise) Chairman Donald Greenwood has released publicity well in advance of starting date; enabling everyone interested to obtain a doubles partner prior to "game time." Those who are unable to obtain a partner will be matched up by sponsoring committee. Greenwood expects over 100 teams all vying for the prizes donated by Project Analysis Corp., IFW, Spartan Gladiator, Kampfgruppe Viper, Gystaff Enterprises, The Galactic Federation, P.O.W., and Avalon Hill. Complete rules will be sent to each entrant's home upon receipt of a \$2.00 entry fee sent to P.O.W., Doubles Tournament; Box 280, RD No. 2, Sayre, Penna. 18840 payable directly to Donald Greenwood, chairman.

AS UN-BIASED A MAGAZINE as you can get has to be the latest IFW Monthly. In a recent poll taken from most of their 165 members, their own magazine only rated third highest. Top spot went to S&T, followed by Tactics & Variants (now deceased), IFW, Panzerfaust, Spartan, The General... Lest you think The General came in last, we simply don't want to offend the remaining 10 or so magazines which were also listed. Of all the organizations formed for the preservation of wargaming, the IFW is probably the one providing the greatest service to all. There are many devoted members, not just a few, who are taking a lot of their own time with positions of responsibility within the multi-tentacled organization. (See their listing on page 12.)

NO ONE'S PERFECT; least of all the contest entrants to last issue's Baseball contest. So; we simply picked the ten who came closest to selecting the best strategies (see this month's Philosophy.) The ten chosen at random from those with near-miss entries were: Michael Cheverie, Montreal; Darold Meyer II, Massillon, N.Y.; Thomas H. Falconer, Long Beach, Cal.; Ray Woloszyn, Warren, Ohio; Robert Lee, Philadelphia; Steve Wells, Placenta, Cal.; Roland Parenteau, Woonsocket, R.I.; Anthony Bianchi, Jolway, N.Y.; Billy Chin, Woodside, N.Y. and Donald Dale, Minneapolis. A \$6.00 Gift Certificate has been sent to the above "mentors."

JOHN STRONG came up with the best article in the last issue; "Seven Steps to Waterloo," followed by John Rancourt's "Bismarck in the Side Pocket," Daniel Lee's "Road to Alexandria," Bob Frost's and Bob Koos' "Leige in a Week," and Jared Johnson's "Realism, Playability, Take Your Pick." \$6.00 Gift Certificates to you gentlemen — congrats.

THESE NEW WARGAME CLUBS certainly take "secrecy" seriously... they send us club registrations without listing their city and state.

TRICOLOR is the name of a black & white newsletter sent to us by Bill McDuffie, Chairman/Head of the Napoleonic War Society. An offshoot society of the IFW, the NWS deals with all aspects of Napoleonic miniatures. The Tricolor Magazine is available for 30 cents thru McDuffie's college address; Clarkson College of Tech, Brooks House, Box 380, Potsdam, N.Y. 13676. Among

the interesting articles is an expose of what really happened at the Ball preceding the debacle at Waterloo. For 30 cents who can go wrong. And if you've got 48 cents more, this same society is forming an Afrika Korps tournament, and if you're really well heeled send off another 30 cents which will get you into the Arbela Elimination tournament.

S&T MAGAZINE's latest issue, Vol. III, No. 1 — May-June, 1969, has gone two-color, dealing mainly in miniatures in this particular issue, which is explained in their editorial policy, "you'll find this issue devoted mainly to military miniatures, a table-top special issue, if you will. Most of our issues are now *special issues* (as one subscriber observed, mostly because they come out at all.)" Besides the addition of a second color, the 32 pages are graced with splendid art in top professional style — which is worth the price of the issue (\$1.50) alone. In fact, we here at AH are so well taken with S&T's art staff that they have been consigned to develop package designs for up-coming new games. All this pizzazz is the result of expanded distribution and sales for S&T; it should be noted that sales in the burgeoning Canadian market are now handled by: Games for Thinkers, 1111 Finch Avenue, Unit 25, The Finch Center, Downsview, Ontario, Canada... the same people who will also be handling Avalon Hill game sales to Canadians as of rat now.

BEHOLDIN' TO NO ONE but certainly of great interest to all gamers, including devotees of Fairy Chess (whatever that is) is THE GAMES-LETTER, published periodically by Don Miller, 12315 Judson Road, Wheaton, Md. 20906. What is unique about this mag is that it happens to be completely devoid of organization propaganda. It is as objectively informative as possible and contains opinions and reviews on the broad spectrum of magazines, newsletters, et al, dealing with all adult gaming. When a mag listing is shown, it states exactly what each issue contains down to the title and author of articles of note. And for the commercial predators, the listing by name and address of individuals registered under their Games Bureau Roster would prove of great benefit.

A GREAT IDEA for shortening Jutland came in to use from Norman Finn, Fleming House, California Inst. of Technology, Pasadena, Cal. 91109. "I've found that there is great temptation to spend endless time measuring the ranges of each ship from every enemy ship. In the actual battles it is the flagship which has the sole decision as to the course of his column. I would suggest that the rule be adjusted to state that players need only to measure the ranges between flagships to determine ranges between all opposing ships." We think his point is well taken, and while opponents to this plan would raise the question that the tail end ships might be twice as far away, this rule would average itself out over the long run and have the decided advantage of shortening the mechanics time of play.

ADVANCED WAR GAMES is the title of Donald Featherstone's latest literary effort in the realm of wargaming. This time, England's resident wargamer at large has in effect brought "the

advantages of the computer to wargaming" as his publisher, Stanley Paul/London states on the fly leaf. Of all of Featherstones' books, this one strikes closest to the hearts of the land battle fanatic. With sections on Moving, Fighting, Morale, Melees, Automated Wargaming, and the Formation of War Games Armies, the author also includes a detailed and comprehensive number of suggestions for improving wargaming. With many excellent diagrams and photos, it is not unreasonable to claim that "Advanced War Games" causes the hobby to come of age, transforming it from a youthful pastime involving dice and toy guns to a science worthy of intelligent men of all ages. \$5.25 from Stanley Paul Ltd., 178-202 Great Portland St., London W1, England.

WAR OF THE EMPIRES: If you're interested in space warfare, certain issue of The Galaxian have printed rules to a game designed by Tullio Proni pitting members of "The Greatest Empire" and "League of All Worlds" against each other in one tremendous holocaust. To find out how you can join either of these two factions, contact Gary Gygax, 330 Center Street, Lake Geneva, Wisconsin 53147. A form will be sent that will be the basis for your "Potential Rating" as determined by the "Master Computer."

CONGRATULATIONS to Avalon Hill's marketing department for being appointed to the public relations committee of The Hobby Industry Association of America. The Hobby Association, in its 30th year, serves to coordinate the activities of its members in its 800 million dollar-a-year hobby and crafts industry. In appointing AH to this post, HIAA President Milton K. Grey cites Avalon Hill's contribution to the hobby and craft industry; AH pioneered the concept of adult games and was the first toy company to exploit the hobby field as a major distributional vehicle for "games taken from real life."

WARGAMERS' COMMON MARKET is open to all "registered" wargamers of design note who wish to buy and/or sell at a discount. A "registration" in the form of a Membership Agreement application is obtainable from director of the market, who is also the editor of several magazines including The Galaxian, and who is also the publisher of the IFW Monthly, and who is involved in setting up a Tucson tournament for southwest wargamers, can be reached at his 576 E. 7th St., Tucson, Arizona 85711 home.

D-ELIM: To the list printed in the Infiltrator's column last issue, add the magazine "D-Elm." Edited and published by the St. John's University Wargame Gruppe, the magazine contains a great deal of opinions centered around current controversies re peace and war. In fact, the mag is so controversial its had to go underground; that's probably why they left off their publishing address. We think you could find out where it is by writing President Damian Housman, St. Johns Univ., Utopia and Grand Central Parkways, Jamaica, N.Y. 11432.

THE FIRST DRAGON INTERNATIONAL INVITATIONAL, sponsored by Forrest Crain, 1402-A Werner Park, Fort Campbell, Kentucky 42223, is a single-elimination affair with cash prizes yet. Write for complete info and deadlines, all entrants will be expected to abide by the PBM rules outlined in the Jan-Feb '68 (Vol. 4, No. 5) issue of The General. Since our informant did not forward any date or location of tourney, we suggest that interested persons inquire directly with tourney manager.

